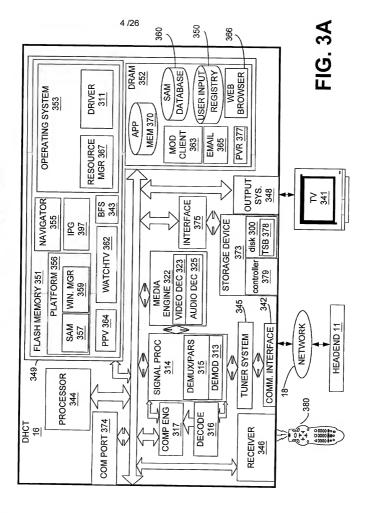
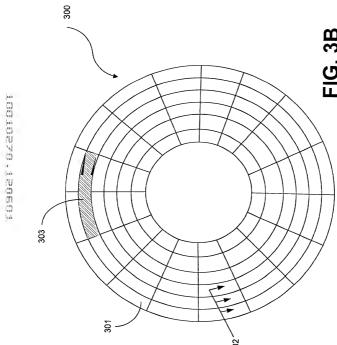


FIG. 2





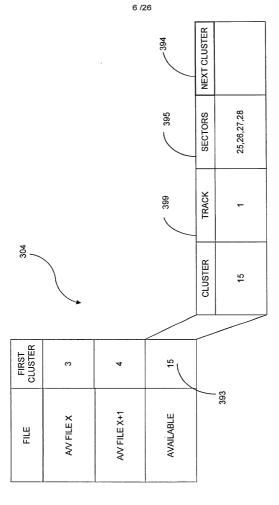


FIG. 3C

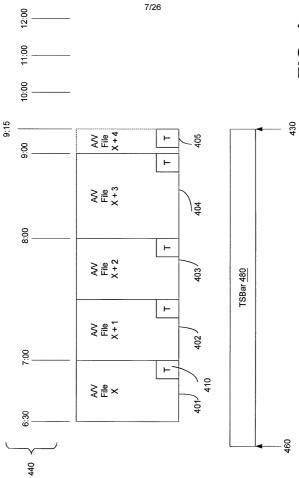
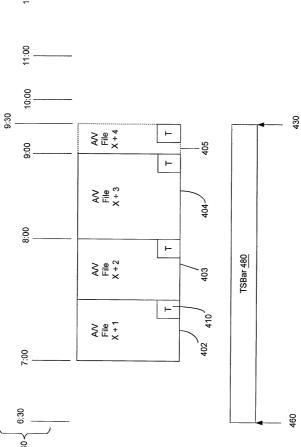
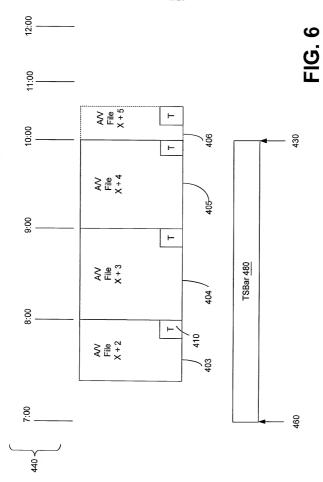


FIG. 4







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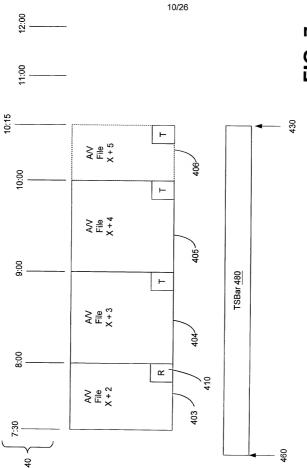
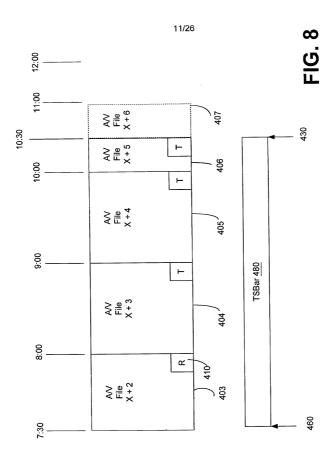
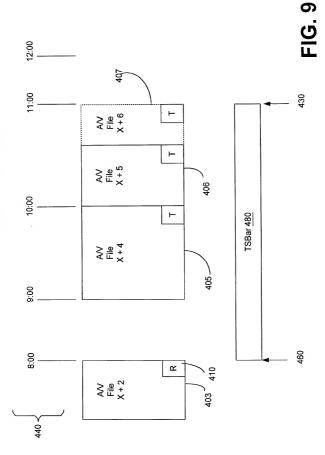
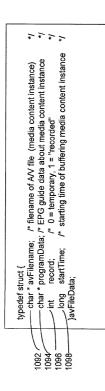


FIG. 7





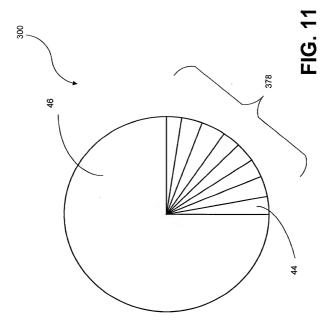




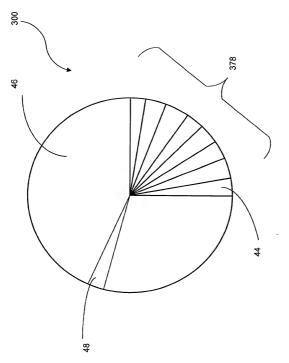
## FIG. 10A

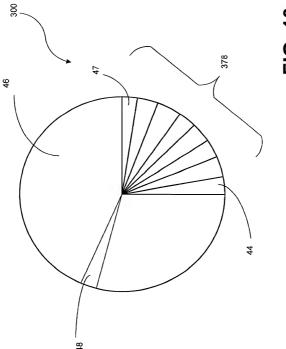
\*prevNode; /\* pointer to previous media content instance\*/ \*nodeData; /\* data for current media content instance \*nextNode; /\* pointer to next media content instance typedef struct { avFileData tsbNode tsbNode !tsbNode;

## FIG. 10B



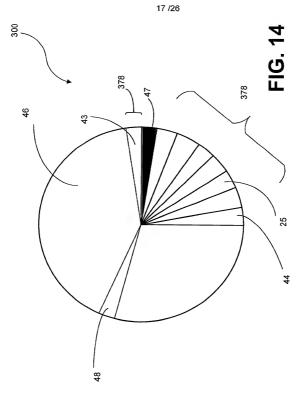






16 /26

FIG. 13



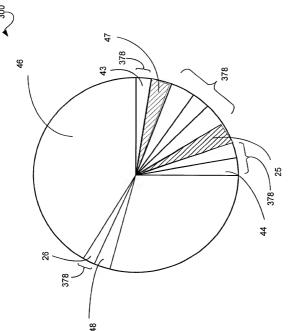
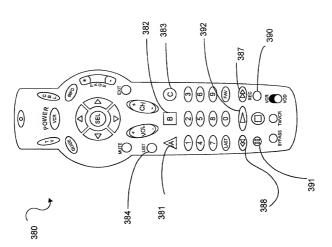


FIG. 15



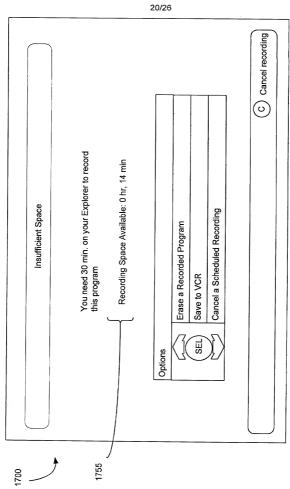


FIG. 17A

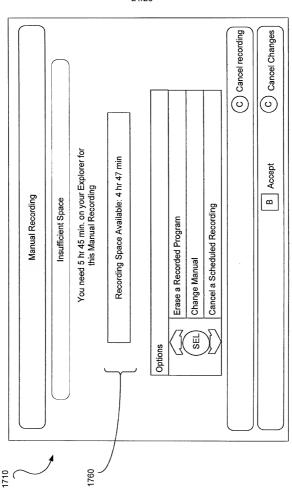
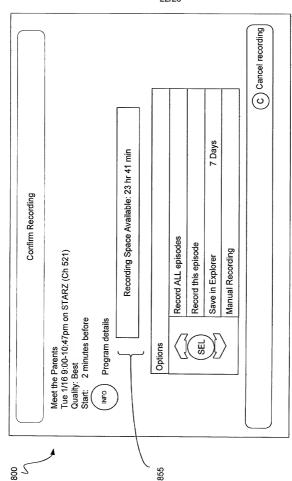


FIG. 17B



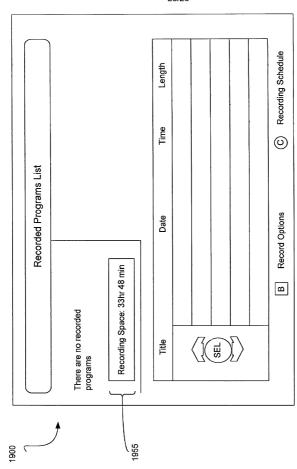


FIG. 19

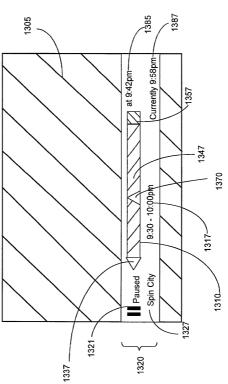


FIG. 20

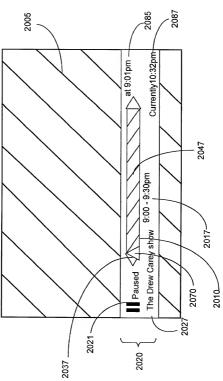


FIG. 21

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